COSMERE®
ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Hunter (Tracker)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
3	14	1

HEALTH MAXIMUM	CURRENT	DEFLECT
13		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	13	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	15	2

INVESTITURE MAXIMUM	CURRENT

1	AGILITY (SPD)	○○○○○
3	ATHLETICS (STR)	○○○○○
4	HEAVY WEAPONRY (STR)	●○○○○
1	LIGHT WEAPONRY (SPD)	○○○○○
1	STEALTH (SPD)	○○○○○
1	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
2	DISCIPLINE (WIL)	○○○○○
2	INTIMIDATION (WIL)	○○○○○
1	LORE (INT)	○○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

2	DECEPTION (PRE)	○○○○○
3	INSIGHT (AWA)	○○○○○
2	LEADERSHIP (PRE)	○○○○○
5	PERCEPTION (AWA)	●●○○○
2	PERSUASION (PRE)	○○○○○
5	SURVIVAL (AWA)	●●○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lb.	25 ft.	1d6	20 ft.

CONDITIONS & INJURIES

WEAPONS

Longbow - Ranged [150/600], Two-Handed
+4 vs. Physical (1d6 + 4 keen damage)
◆ *Indirect: Fire over cover; target can't Brace*

Unarmed Attack - Melee
+3 vs. Physical (1d4 + 3 impact damage)

EXPERTISES

[Cultural] Unkalaki: You speak the language, know basic facts, and can make tests to recall obscure information about this culture.

[Cultural] Wayfarer: You can read international maps, know basic phrases and cultural details for every culture, and can find trustworthy currency exchange hubs in major cities.

TALENTS

SEEK QUARRY (1 minute)
Spend 1 minute to make a character whom you can sense or whom you've encountered your quarry. You gain an advantage on tests made to find, attack, or study your quarry (such as with the Gain Advantage action). Lasts until you end this effect as ▹ or select a new quarry.

Current Quarry:_____

DEADLY TRAP (▶▶)
Choose one trap to set. It covers a 5-foot-diameter circle, and remains until triggered. When a character touches the trap's surface, it is expended and you make its attack against them; this attack can't graze. You can have up to 2 active traps.
◆ **Entangling Trap:** Survival attack (+5) vs. Cognitive (2d4 + 5 impact damage). On hit, target becomes Immobilized for 1 round, and area becomes difficult terrain.
◆ **Impaling Trap:** Survival attack (+5) vs. Physical (2d4 + 5 keen damage). On hit, target becomes Afflicted [5 vital damage] for 1 round, and you can spend [Opportunity] to inflict an injury.

STORMLIGHT™
CAMPAIGN SETTING

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CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Longbow

Courtier Kit
- Bottle of Horneater white (alcohol)
- Fine clothing

MARKS 52

PURPOSE

OBSTACLE

GOALS

_____ ○○○
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OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Weapon] Longbow: You can benefit from this weapon's expert traits (included).

NOTES

Known throughout the Horneater Peaks as elite guides for the gods, **kaluk'i'iki** are adept at navigating inhospitable conditions. These women are responsible for leading chull-hunting expeditions, as well as escorting offworlders safely down ice-laden mountainsides. One rule remains a crucial lifeline to Unkalaki who venture beyond the safety of the ocean villages: never disregard a kaluk'i'iki's warnings, especially when they don't seem to make sense.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Heavy Weaponry and 1 rank in Athletics (increasing the modifiers by 1)
- The Experienced Trapper talent

CONNECTIONS

Noble House Patron
You have the patronage of Unkalaki society, which counts as a noble house (see the "Patrons" section of chapter 8 of the *Stormlight Handbook*). This affords you accommodations and a certain standard of living.